

INSTANT MUSIC

REFERENCE CARD

Getting Started

Boot your Amiga with Kickstart 1.1, then insert a Workbench disk at the "Insert Workbench" screen. When the Workbench screen appears, insert the *Instant Music* master disk in any drive and use the **Duplicate** command to make a backup copy of the disk. (See your *Amiga User Guides* for instructions on duplicating disks with the Workbench.) Use the **Rename** command from the **Workbench** menu to give your backup disk a new name. The name "IM" can be used with the master key disk only.

Reboot your Amiga with the *Instant Music* backup disk. You will be asked to briefly insert the *Instant Music* master disk so the program can verify the registration numbers on the disk. After the master disk has been verified, you can put it away for the rest of your session.

NOTE: Regardless of the cursor shown on the display screen, make sure the disk drive's red "in-use" light has gone out before ejecting disks from the disk drives.

A Note About the Sample Music

Raising or lowering the octave of tracks in the lower portion of the score window may improve the sound quality of certain songs. See "Transposition Buttons" below, and in Chapter 3 of the *Instant Music* manual.

Work Screen Controls

The following sections contain brief descriptions of the *Instant Music* work screen controls. See the *Instant Music Manual* for detailed operating instructions for each control.

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| Tempo Bar: | Move right for faster or left for slower music. |
| Zoom Bar: | Click the left double-arrows to zoom in on fewer measures, the double-right arrows to zoom out to more measures. |
| Select Button: | Click to choose notes to be copied, pasted, or erased. Drag the mouse pointer across measures to select. Selections are restricted to measure boundaries. |

- Chord Control:** Click to select whether chords will be entered one, two, or three notes at a time. Position the cursor at the note you want to be the top note of the chord. Remember: The Amiga can only sound a total of four notes at a time. This means that if three other tracks are playing during a multi-note chord, only one note of the chord will sound.
- Quickdraw Button:** Click to draw with one of the four selected patterns available from Quickdraw submenu in Draw menu (see below).
- Mousejam Button:** Click to improvise with selected instrument . Uses Jam menu options (see below).
- Start/Stop Button:** Click to start and stop the music.
- Scroll Box and Arrows:** Click the right arrow to scroll right by 1 measure, the left arrow to scroll 1 measure to the left. You can also click on the scroll box and drag it left or right.
- Instrument Controls:** Click to control a particular instrument. Each instrument control contains the following gadgets:
- Hide/Display Button:** Hides or displays notes for selected instrument — effects appearance only, not sound.
 - Volume Bar:** Move right to increase volume and left to decrease volume for selected instrument.
 - Transposition Buttons:** Click the up-arrow to raise the selected instrument by an octave, click the down-arrow to lower by an octave, and click the square to set at normal pitch.

To Enter or Erase Single Notes

Enter notes in the score window by moving the flashing cursor to the desired location and clicking the left mouse button. Delete notes by moving the flashing cursor to the note and clicking the right mouse button.

Menus and Commands

The following sections contain brief descriptions of the *Instant Music* menus and commands. See the *Instant Music Manual* for detailed operating instructions for menu and command.

Draw Menu: Used to modify Pitch Guides, Rhythm Guides, QuickDraw Patterns, and also for activating the Scale Ruler.

Pitch Guide — Changes the guides for all instruments.

Melody — use a pre-set melody scale (the most restrictive)

Chord — use only the notes of the current pre-set chord

Scale — use only the notes of the currently-defined scale (eight notes)

Free — no pitch guides operating; full chromatic scale (12 notes)

Rhythm Guide — Changes the rhythmic pattern for the entire composition.

Guided — uses the pre-set rhythm pattern.

1/4, 1/4 triplet, and so on — the checked rhythm operates on all new notes entered into the note screen.

Multiple/Discrete — **multiple** allows notes of any length that is a multiple of the selected custom rhythm; i.e., a multiple of 1/4, 1/4 triplet, and so on. If **discrete** is shown, only 1/4 is allowed.

QuickDraw Pattern — Selects a pattern with which you can lay down a preset pattern of notes.

Scale Ruler — Displays a set of markers on the right side of the screen, and a note value indicator on the left side. Not operational in Free mode

White marker line — the root note (unison)

Yellow marker line — dominant note (fifth)

Red marker line — third (mediant) or seventh

Green marker line — second, subdominant (fourth), and sixth

The Scale Ruler command also brings up the following on the left side of the work screen:

Keyboard — A mini-piano, with a one-octave range.

Note — Shows the letter name of the note currently under the flashing cursor.

Number — Shows the position of the note relative to the root of the chord you are playing in.

Rhythm Guide — Tells you which rhythmic mode you are in. Blank if rhythm is Guided.

Pitch Guide — "M" if set to Melody; "S" if set to Scale; "C" is set to Chord. No Pitch Guide in Free mode.

NOTE: Mouse response can be improved slightly by closing the Scale Ruler during mousejams.

Edit Menu: For copying, pasting, and erasing notes; used with Select Button above the score window. You can also use the copy buffer like a clipboard, enabling the insertion of a part of one song into another. See *Instant Music Manual* for details.

Erase Color — Erases notes for the current instrument in the selected portion of the score window.

Erase All Colors — Erases all notes in the selected portion of the score window.

Copy Color — Copies the selected notes for a single selected instrument.

Copy All Colors — Copies the selected notes for all four instruments.

Paste Color — Inserts copied notes back into the selected portion of the score, one instrument at a time.

Rhythm and Notes Only — Pastes the current rhythm and notes into the existing Pitch Guide template.

Pitch Guides Also — Completely replaces the information in the selected region, including all template rules and guides.

Paste All Colors — Same as **Paste Color**, but for all four instruments.

Sound Menu: For loading different instruments into *Instant Music*. The Sound menu is created from the instrument "Library" drawers found within the "Instruments" drawer on the *Instant Music* program disk. The Sound menu can hold up to 6 sound libraries, with up to 10 instruments per library.

Mousejam Menu: For using the mouse as a real-time musical instrument

Guided Rhythm — Mousejam notes are kept within the pitch and rhythm pattern of the currently selected instrument.

Keypad Rhythm — Pressing a keypad number calls up one of nine preset jam rhythms.

Free Rhythm — Plays an unguided note in the selected instrument with each click of the mouse button.

Project Menu: Use for all of *Instant Music's* disk and file commands.

Load — Brings up the Load Requester box so you can load complete songs from disk.

Load New — Lets you load a song template; no notes, but guides in place. Same as selecting and erasing all colors.

Save — Saves the loaded file to disk under the current file name.

Save As — Saves the loaded file to disk under a new name

Quit — Leave the *Instant Music* program.

Options Menu: Use this menu to set song lengths, rebuild the Sound menu, and empty the copy buffer.

Song Size — Sets the song length. Click the up-arrow (+) to increase the number of measures, or click the down-arrow (-) to decrease the number of measures in a song. Maximum length is 64 measures.

Sound Menu — Rebuilds the Sound menu with new sound libraries. See the *Instant Music Manual* for details.

Empty Buffer — Completely purges the contents of the copy buffer.

Drumkits

The lowest octave (notes C through B) sounds the bassdrum; the second octave is the tom; the third octave is the snare drum; the fourth is a high hat cymbal; and the remaining fifth octave (C-G) at the top of the screen sounds the wood block.

Keyboard Commands

The following keyboard commands can be used during normal music playback and during mousejams.

F1	Selects the green instrument
F2	Selects the red instrument
F3	Selects the blue instrument
F4	Selects the yellow instrument
Spacebar	Starts and stops the music
↑	Raises pitch a half-step
↓	Lowers pitch a half-step
↔	Resets default pitch

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